



SWORD BASE
ANOMALY FIELD RECORD

001 - Dairy Anomaly Alpha



> *Location:* Sword Base
(Multiplayer Sector) > *Visual:*
Yellow, wedge-shaped cheese
object with perforations > *Status:*
Unmovable, indestructible >
Incident: Multiple Spartans
reported visual confirmation.
Subject emits no heat signature or
tactical benefit. Still... it's cheese.

> *Recommendation:* Leave as-is.
Possible ONI morale experiment.

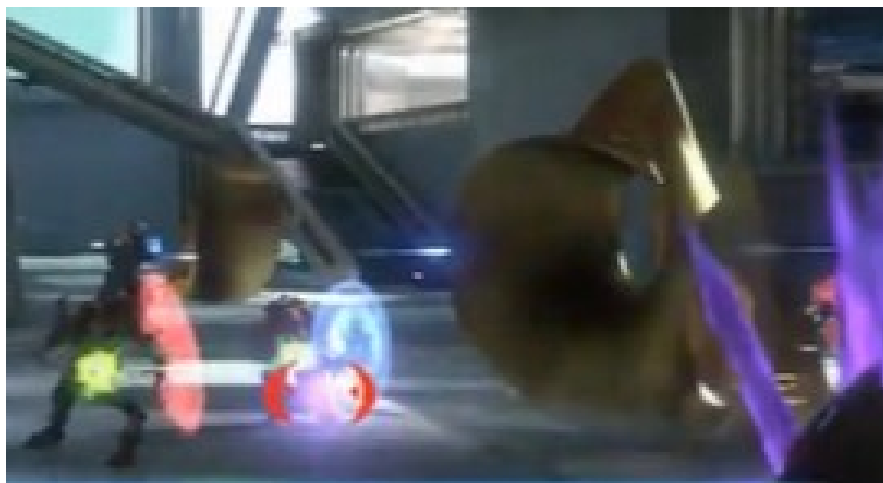
Time Stamp: 0142HRS > *"So there's this... cheese. Just sittin' there. Not in a fridge. Not in a ration box. Just raw dairy, right on the tile. No one asked questions. We all just... walked around it. I think I heard it hum once."*

002 - Dairy Anomaly Beta

Image of cheese last
seen

(squeeb seen near
cheese)

(full recording classified)



> *Location*: Campaign-only
variant > *Visual*: Identical to
Anomaly Alpha > *Status*:
Consumed post-incident (see
Report #GR-117-A) > *Note*: “Only
rind remains. Suspect grunt
Squeeb was involved.”

Time Stamp: 0156HRS > *“another cheese as before, same room. Same
zone. I blinked and it was gone. Then we found a Grunt licking his fingers. I
ain’t makin’ that up.”*

002 - Dairy Anomaly Beta

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Transcript > *“Is that little dude eating the freakin’ screen? Wait—where’s the cheese?!”* > > “Never underestimate a grunt’s appetite. For metal or mystery cheese.”

003 – Soft Shield



> *Location:* Courtyard corner, under balcony > *Visual:* Freestanding slideshow screen > *Behavior:* Plays ONI presentation loop. Destroyable. > *Tactical Use:* Excellent cover in high-pressure situations (See: ONI Event Delta) > *Commentary:* “Middle child of

Sword Base. Ignored until you need it most.”

Time Stamp: 0211HRS > *“Screen in the corner saved my life. Didn’t look like much—just looped junk—but it soaked three plasma bolts before shorting out. Made them think I was dead.*

Deserves a medal.

004 - Courtyard Ghost Shield

(In red marker)



> *Location:* Deep killzone edge of Courtyard > *Visual:* Wall-mounted military shield, moderate tactical significance > *Behavior:* Provides miraculous cover during extreme

conditions > *Incident*: Shield saved subject during a 5-second killwall countdown. A literal last breath.

Time Stamp: 0245HRS > *"Everyone mocks the wall shield by the dead zone—until they're bleeding and stuck. Thing took four shots meant for my liver. I left it a thank-you charge pack."*

005 - Lift Phantom

No known photo

> *Location*: Red Gravity Lift shaft
> *Status*: Fully operational, rarely utilized
> *Behavior*: Clean vertical mobility. Favored by lone wolves and tacticians.
> *Incident*: Used by (classified) to flank a break room camper team. Casualties: 7

Time Stamp: 0220HRS > *"Red gravity lift? Silent. Clean. Gets you where you need to go. Like the introvert of battlefield traversal—works better if you don't draw attention."*

005 - Echo Lockdown

No known image

> *Location*: Green Grav Lift (Beta Configuration) > *Visual*: Barrier-locked vertical shaft > *Status*: Inaccessible during beta testing > *Hazard*: Known for snapping Spartan necks during prelaunch attempts > *Memo*: “Do not sprint into sealed lifts. Again.”

Time Stamp: 0229HRS > *“Green lift was blocked during training. Just... wasn’t there. One guy tried sprinting into the field anyway. He bounced off and broke his spine. We still call that hallway ‘Spine Alley.’”*

Time Stamp: 0233HRS > *“Green lift works now—but it knows when you need it most and that’s when it fails. I’ve crouch-jumped, sprinted, even prayed. Half the time, it launches you into the railing. Other half—it don’t launch at all.”*

**“Oh absolutely—Echo
Lockdown didn’t just block
access, it blocked *futures*.**

**That beta-era green gravity lift
wasn’t just sealed off—it was a
neck-snapping dead end for
anyone who dared get too
curious. Whether it was a
Spartan sprinting into a non-
functional lift field or a Grunt
throwin themselves into a wall
expecting lift physics, that zone
had a body count. It was like
ONI said, “*This area is under
maintenance... and also
cursed.*””**

006 - Vent Hydra

No known image

> *Location:* Near Operations Room, facing break room > *Visual:* Narrow service vent > *Function:* High-angle access + projectile opportunity > *Use:* Used by noble 6 to execute grenade-lob/sniper combo. Camper purge effective.

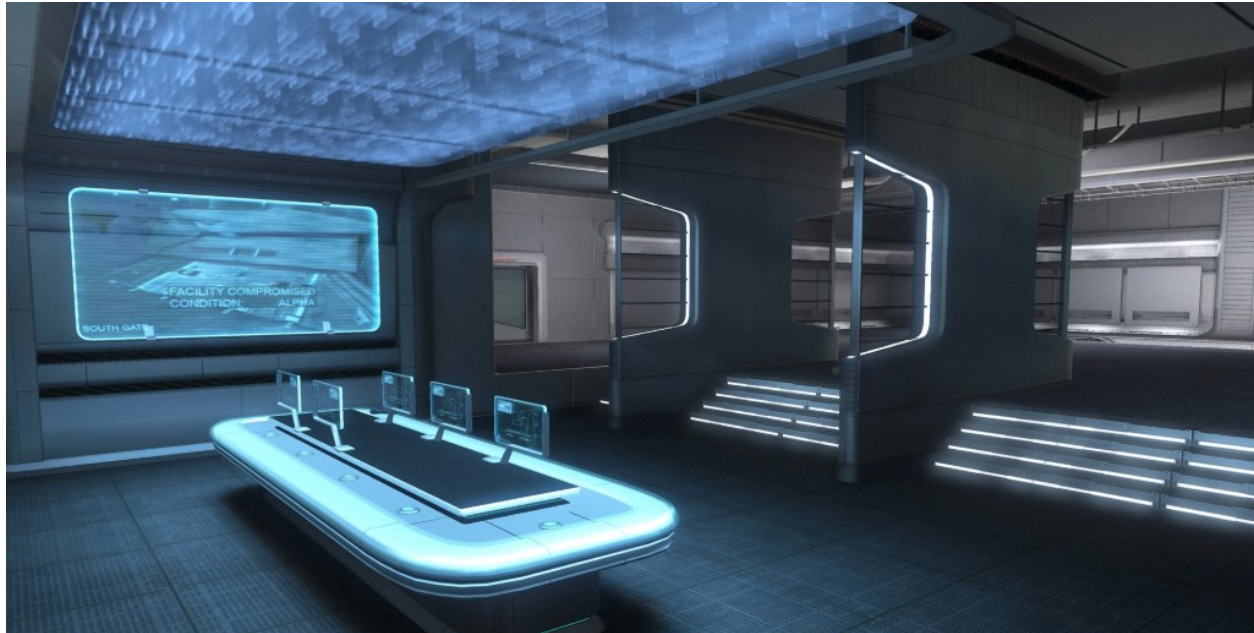
Time Stamp: 0239HRS > *"There's this little vent near the break room. If you're fast, you can stick a plasma into it and ruin an entire covenant platoon's day. Last time I tried it, I wiped a full team. I still smell the carbon."*

009 - Research Node 3-C

> *Location*: Adjacent to ONI Control Core > *Visual*: Tight lab environment with secondary monitors and minor data terminals > *Relationship*: Sibling chamber to Ops Room—less important, but full of secrets > *Behavior*: Where the cheese may have been studied pre-anomaly

Time Stamp: 0252HRS > *"This room's got cables, data loops, and no supervision. One time I saw a grunt watching slideshow files in here. I think he learned English. Then he ate the screen."*

010 - ONI Control Core



> *Location:* Central command room > *Visual:* Large glowy ONI table. Loud holograms. Feels important. > *Function:* Unknown. Marines stand around it and pretend to be busy.

> **Behavioral Note:** Room is strangely hard to find. Entry path feels inconsistent—like Sword Base itself forgets it exists sometimes. When discovered, it radiates importance, but no events of consequence ever happen here. > **Marine Status:** Perma-stationed. Occasionally shift weight. Possibly decorative. Possibly a decoy or projection chamber. Definitely unsettling.

> **Time Stamp:** 0250HRS > **Subject:** Sergeant J. Kwon > > *"This room gives me the creeps. Feels like we're being watched, but the cameras are off. I asked Command what we're supposed to be monitoring. They said, 'Just stand there.' So we're standing. Real tactical."*

> **Time Stamp:** 0258HRS > **Subject:** Corporal L. Hargrove > > *"I walked past this hallway three times and didn't see the Control Core. Then suddenly—bam—it's there. Lit up like a Christmas tree. I think this room phases in and out of reality. Or maybe I need sleep."*

